初音ミク
HATSUNE MIKU
Project DIVA X
Demo Version
Instruction Manual
Illustration by KEI

初音ミク HATSUNE MIKU Project DIVA X

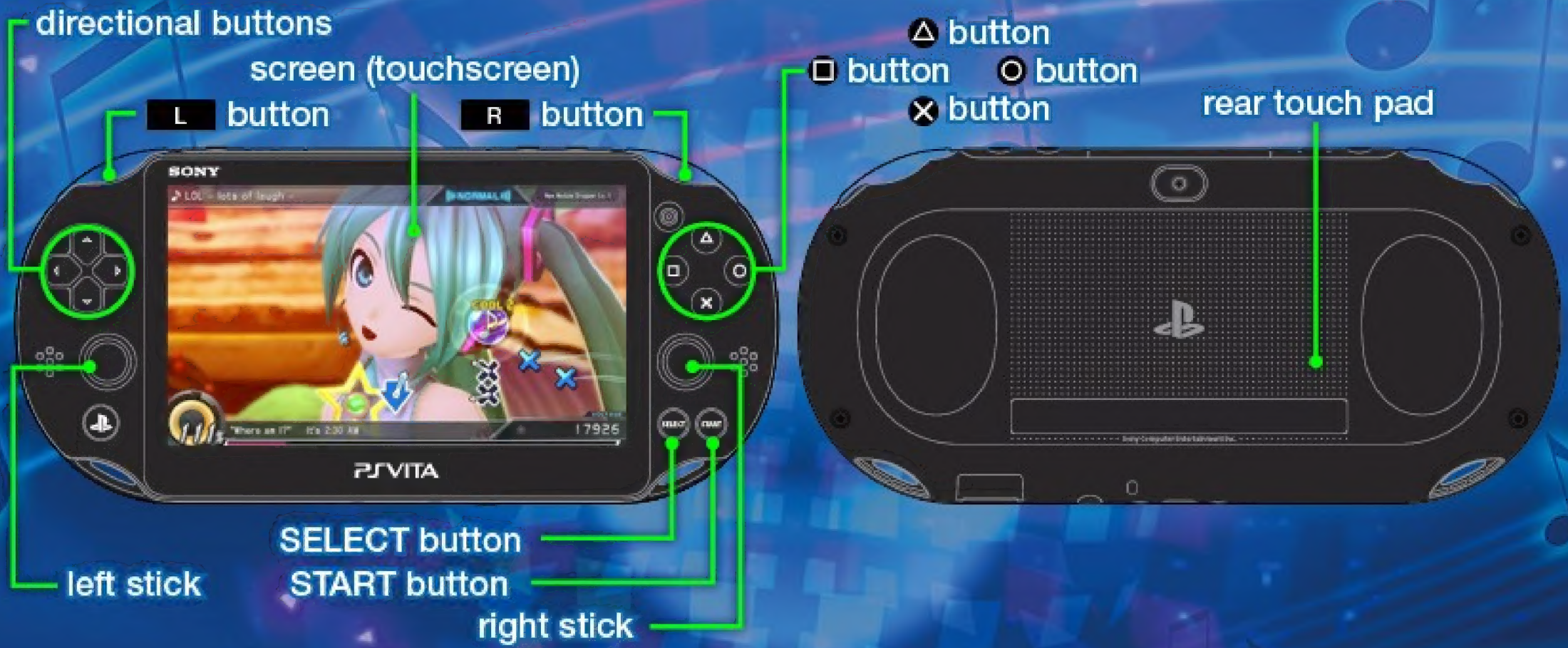
This playable demo features a small selection of songs from the retail version of the game.

Contents

PlayStation®Vita System 4
About the Demo Version 5
How to Play 6
Tips 10

Illustration by KEI

PlayStation®Vita System



5 About the Demo Version

Please note that only a limited selection of songs, characters, modules and accessories are available for selection in the demo version. Game progress cannot be saved, nor carried over into the retail version.

PlayStation®TV

This game is compatible with PlayStation®TV.

Depending on your TV specs, you may experience display lag, where the game's sound and visuals feel slightly out of sync and affect your game experience. If you feel like Melody Icons are passing through the targets later than your button presses, select "Simple Timing Calibration" from the in-game Options to adjust the calibration.

Play the rhythm game via Cloud Request mode to acquire new modules and accessories!

Melody Icons will drift in from all sides of the screen after ○, ☆ and other targets appear. Press the corresponding action button, or scratch/flick when the icon reaches its target. When you press the button, a COOL/GOOD Timing Grade will raise the Voltage Rate (the speed at which Voltage is earned), whereas a poor Timing Grade will cause it to drop. The rhythm game will not end while a song is in progress in this mode.

Melody Icons

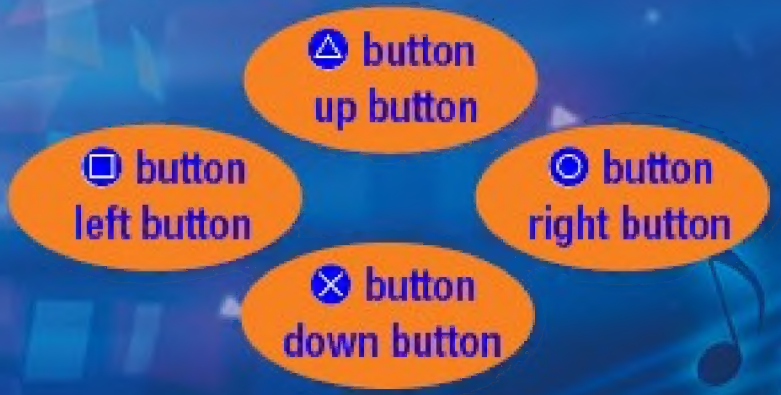
These icons will fly towards targets from every direction.

Targets

Melody Icons will reach their targets right when the Timing Bar points directly upwards. Push the corresponding button or flick/scratch at the correct time to hit the target.

Matching Buttons

You can use the directional buttons instead of—or in tandem with—the action buttons. For example, you can hit a ○ Target with either the ◎ button or the right button.



Flick/Scratch

When a ☆ icon reaches its target, push the left or right stick in any direction, or slide your finger on the screen (touchscreen).

✶ In "Options" → "Game Options", you can set the scratch control surface to the touchscreen, the rear touch pad, both or OFF.

Double Targets

For Double Targets, shown right and identifiable by a capital "W", press both the directional button indicated and the matching action button at the same time the Melody Icon hits the target.

Long Targets

When you see an icon like this, press the required button as it hits its target, then hold it until the second icon arrives.

Rush Targets

Quickly press the required button repeatedly for the duration of the allotted time. Score will be racked up according to your performance!

Rate Up Notes

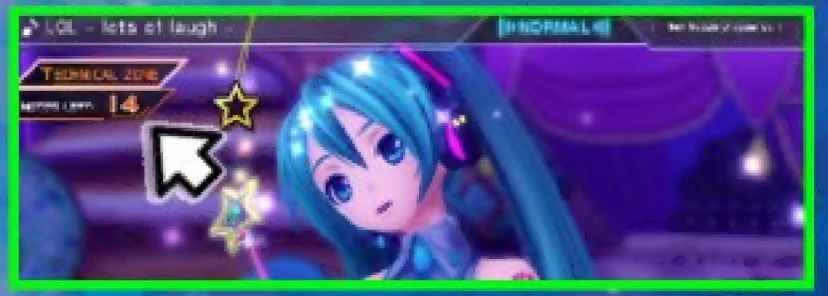
Press the button as you would for a regular target. Hitting a Rate Up Note successfully will raise your Voltage Rate by 5%!

Voltage Gauge

Well-timed button presses earn you Voltage, which gradually fills the Voltage Gauge. Fill the gauge before the song ends to clear that song! A higher Voltage Rate means the gauge will fill more quickly!

Technical Zone

This is a more challenging section of the song you need to clear without dropping your combo. The number of notes remaining is displayed at the top left of the screen. When this reaches zero, you'll earn bonus Voltage!



Chance Time

A star shaped gauge to the lower left of the screen means Chance Time has begun! Fill the gauge and flick/scratch the final Chance Target—a big yellow star—and watch your character Transform (change costume) live on stage!

* If the module your character changes into is one you don't already own, you will receive it upon clearing the song!

TIPS!

- Pay attention to the module effect when customizing your character.
- Each Request has an Aura Bonus associated with it.
- Choosing modules and accessories that match the Aura raises the Voltage Rate at the start of the song!
- Certain combinations of accessories add an additional bonus to the Voltage Rate. Try different combinations to see what works best!
- The latest information about the DIVA series can be found at the official website: http://miku.sega.com/divax/

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For more information on this game,

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